

Amendments to the Claims

Please amend claims 1-5, 7, 8 and add new claims 9-15 as follows:

1. (currently amended) A game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game device displays a first action scene between a first player character and a first enemy character and a second action scene between a second player character and a second enemy character based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by a player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.

2. (currently amended) [[A]] The game device according to claim 1, wherein said predetermined command is an attacking command for said first player character attacking said first enemy character.

3. (currently amended) [[A]] The game device according to claim 2 which displays at least one enemy character around at least one player character before it displays at least one action scene.

4. (currently amended) [[A]] The game device according to claim 1 where an attribute value of at least one of said first player character and said first enemy character is changed based on said predetermined command.

5. (currently amended) [[A]] The game device according to claim 4, wherein said first action scene displays a damage to at least one of said first player character and said first enemy character based on the attribute value that changes in accordance with said predetermined command.

6. (canceled)

7. (currently amended) A game processing method for a game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game processing method displays a first action scene between a first player character and a first enemy character and a second action scene between a second player character and a second enemy character based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by a player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.

8. (currently amended) A recording medium having a program recorded thereon for causing a game device to execute predetermined functions, wherein said program comprises the functions of: receiving a predetermined command from a player; deciding a camera angle to project a first enemy character related to a first player character and said predetermined command; and displaying a first action scene between the first player character and the first enemy character and a second action scene between a second player character and a second enemy character based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by the player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.

9. (new) A game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game device displays a first action scene between a first player character and a first enemy character and a second action scene, displayed simultaneously to said first action scene, the second action scene between a second player character and a second enemy character, the scenes displayed are based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by a player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.

10. (new) The game device according to claim 9, wherein said predetermined command is an attacking command for said first player character attacking said first enemy character.

11. (new) The game device according to claim 9 which displays at least one enemy character around at least one player character before it displays at least one action scene.

12 (new) The game device according to claim 9 where an attribute value of at least one of said first player character and said first enemy character is changed based on said predetermined command.

13. (new) The game device according to claim 9, wherein said first action scene displays a damage to at least one of said first player character and said first enemy character based on the attribute value that changes in accordance with said predetermined command.

14. (new) A game processing method for a game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game processing method displays a first action scene between a first player character and a first enemy character and a second action scene, displayed simultaneously to said first action scene, the second action scene between a second player character and a second enemy character, the scenes displayed are based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by a player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.

15. (new) A recording medium having a program recorded thereon for causing a game device to execute predetermined functions, wherein said program comprises the functions of: receiving a predetermined command from a player; deciding a camera angle to project a first enemy character related to a first player character and said predetermined command; and displaying a first action scene between the first player character and the first enemy character and a second action scene, displayed simultaneously to said first action scene, the second action scene between a second player character and a second enemy character, the scenes displayed are based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by the player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.